

STAR
WARS



Hit Points

100

Defense

19

Attack

+12

Damage

20

Special Abilities

Unique

Melee Attack: Double Attack

Mettle (If this character spends 1 Force point to reroll, add +4 to the result)

Force Powers

Force 2, Force Renewal I

Battle Meditation (Force 2, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Allies who combine fire grant an additional +2 Attack, and enemy characters cannot combine fire)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 1)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1)

Sever Force (Force 3, replaces turn: Target adjacent character cannot spend Force points for the rest of the skirmish)

Commander Effect

Allied characters gain **Mettle**.



STAR
WARS



OLD REPUBLIC RECRUIT



**STAR
WARS**



OLD REPUBLIC RECRUIT

5

Hit Points 10

Defense 13

Attack +5

Damage 10



During the Mandalorian Wars and the Jedi Civil War, many planetary militias were drafted into the service of the Old Republic.

**STAR
WARS**



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OLD REPUBLIC SCOUT



**STAR
WARS**

OLD REPUBLIC SCOUT

10

Hit Points

10

Defense

12

Attack

+4

Damage

10

Special Abilities

Flanking Support (If this character combines fire against an enemy within 6 squares and the attack hits, that enemy has -4 Defense until the end of the round against allies that do not have Mounted Weapon)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



In the days of the Old Republic, the Navigators' Guild paid scouts handsome bounties for the discovery of new hyperspace lanes.

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**STAR
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Hit Points

110

Defense

20

Attack

+13

Damage

20



Special Abilities

Unique, Melee Attack; Double Attack
Virulent Poison Dart (Replaces turn: range 6; 40 damage to target living enemy; save 16)

Force Powers

Force 2. Force Renewal I
Aing-Tii Flow-Walking (Force 3: Once per round, after initiative is determined, this character can take an immediate turn. This does not count as activating the character this round.)
Illusion (Force 1: When hit by an attack, this character takes no damage unless the attacker makes a save of 11)
Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)
Sith Rage (Force 1: +10 Damage on all attacks this turn)

Under the tutelage of Lumiya, Jacen Solo transforms himself into Darth Caedus and resurrects the Sith tradition.


**STAR
WARS**
TM


**STAR
WARS**


Hit Points

130

Defense

21

Attack

+14

Damage

20

Special Abilities

Unique. Pilot

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20); **Triple Attack**
Vondun Crab Armor 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

Force Powers

Force 2. Force Renewal I

Force Lightning 2 (Force 2, replaces attacks: range 6: 30 damage to 1 target and 2 characters adjacent to that target)

Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)

Commander Effect

Followers within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).

Darth Krayt sits on the Imperial throne and rules the galaxy with the strength of the Sith.


**STAR
WARS**



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WARS**
TM


Hit Points

120

Defense

20

Attack

+12

Damage

20

Special Abilities

Unique

Flurry Attack (When this character scores a critical hit, he can make 1 immediate extra attack)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Melee Attack: Double Attack

Force Powers

Force 4

Force Lightning I (Force I, replaces attacks: range 6; 20 damage)

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect

Each follower within 6 squares gains Flurry Attack.

Darth Nihil's ghastly appearance and unorthodox fighting style make him a fearsome opponent on the battlefield and a trusted lieutenant of Darth Krayt.


**STAR
WARS**
TM



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WARS**


Hit Points

110

Defense

20

Attack

+11

Damage

20

Special Abilities

Unique. Loner (+4 Attack if no allies are within 6 squares)

Melee Attack; Mobile Attack (Can move both before and after attacking)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers

Force I. Force Renewal I

Force Bubble (Force I: When this character takes damage, reduce the damage dealt by 20)

Force Lightning I (Force I, replaces attacks: range 6; 20 damage)

Beautiful and deadly, Darth Talon rivals Darth Krayt himself in cruelty.


**STAR
WARS**


**LUMIYA,
THE DARK LADY**



**STAR
WARS**



**LUMIYA,
THE DARK LADY**

53

Hit Points

140

Defense

20

Attack

+12

Damage

20

Special Abilities

Unique. Pilot

Cyborg (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)

Evoke (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Melee Attack; Double Attack; Melee Reach 3

Regeneration 10 (If this character doesn't move on her turn, remove 10 damage from her at the end of that turn)

Self-Destruct 40 (When this character is defeated, each adjacent character takes 40 damage)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 4. Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)



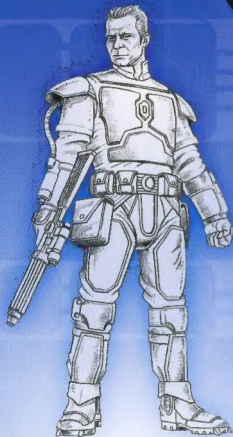
**STAR
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8/60 ★

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REPUBLIC COMMANDO TRAINING SERGEANT



STAR WARS



REPUBLIC COMMANDO TRAINING SERGEANT

30

Hit Points

30

Defense

15

Attack

+10

Damage

20

Special Abilities

Order 66

Delta Fire Support (Each ally whose name contains Republic Commando gains **Synchronized Fire** (Allies with Order 66 who combine fire with this character grant +6 Attack instead of +4))

Delta Shield Support (Each ally whose name contains Republic Commando gains **Shields 2** (When this character takes damage, make 2 saves; each roll of 11 reduces the damage dealt by 10))

Commander Effect

Whenever one or more allies with Order 66 combine fire with another character with Order 66, the attacker gets +10 Damage.

Allies with Order 66 and Grenades 10 instead gain **Grenades 30** (Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save 11).

"This is Delta Squadron Advisor 01/425. Separatist forces are attempting to capture our ship."



STAR WARS



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**DARTH TYRANUS,
LEGACY OF THE DARK SIDE**



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**DARTH TYRANUS,
LEGACY OF THE DARK SIDE**

49

Hit Points 120

Defense 21

Attack +15

Damage 20

Special Abilities

Unique

Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

Melee Attack: Double Attack

Force Powers

Force 2: Force Renewal I

Force Lightning 4 (Force 4, replaces attacks: range 6; 50 damage to target. Huge or smaller characters are considered activated this round; save 16.)

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)

Master of the Force 2 (May spend Force points up to 2 times in a single turn)



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WARS**
TM



10/60 ★

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BOTHAN NOBLE



**STAR
WARS**



BOTHAN NOBLE

17

Hit Points

30

Defense

15

Attack

+5

Damage

10

Special Abilities

Heal 10 (Replaces attacks: touch; remove 10 damage from a living character)

Commander Effect

At the end of this character's turn, 1 follower within 6 squares can make an immediate attack.



Surviving in Bothan society requires quick wits and a silver tongue, two things nobles never have in short supply.



U/GO

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DEENA SHAN



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DEENA SHAN

12

Hit Points

30

Defense

18

Attack

+5

Damage

10

Special Abilities

Unique

Disruptive (Suppresses enemy commander effects within 6 squares)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



A young Rebel supply officer, Deena Shan fought alongside Luke Skywalker to rescue the "defector" Janek Sunber from Imperial Forces.

STAR
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12/68 ★

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**STAR
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Hit Points 50

Defense 16

Attack +7

Damage 10

Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1)

Ion Gun +20 (+20 Damage against Droid characters)

Override (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Guerrilla warfare is key to the Rebellion's success, and the Rebel commando makes it his specialty



**STAR
WARS**



GENERAL DODONNA



STAR
WARS™



GENERAL DODONNA

9

Hit Points

30

Defense

13

Attack

+3

Damage

10

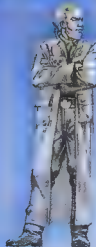
Special Abilities

Unique

Affinity (This character may be in a New Republic squad)

Commander Effect

You can choose to activate only 1 character in each phase. (This includes Droid and Savage characters.)



A former Imperial officer, General Jan Dodonna is one of the Alliance's most valued military strategists.



14/60 ★

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**LUKE SKYWALKER,
LEGACY OF THE LIGHT SIDE**



**STAR
WARS**



**LUKE SKYWALKER,
LEGACY OF THE LIGHT SIDE**

39

Hit Points

70

Defense

19

Attack

+9

Damage

20

Special Abilities

Unique, Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack); **Double Attack Greater Mobile Attack** (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 2, Force Renewal I

Jedi Mind Trick (Force I, usable only on this character's turn; range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save II)

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)



**STAR
WARS**



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REBEL HONOR GUARD



**STAR
WARS**



REBEL HONOR GUARD

10

Hit Points 20

Defense 14

Attack +6

Damage 10

Special Abilities

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



Many Rebel Honor Guards are former members of the Senate Guard who refused to join Emperor Palpatine's Royal Guard.

**STAR
WARS**



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TWI'LEK SCOUT



**STAR
WARS**



TWI'LEK SCOUT

7

Hit Points 20

Defense 16

Attack +5

Damage 10

Special Abilities

Range Finder (Replaces attacks: Adjacent allies who do not move get +4 Attack against nonadjacent enemies this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Surviving in harsh environments is a simple matter for Twi'lek scouts, whose homeworld Ryloth is a dangerous wasteland.

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WARS**



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**STAR
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Hit Points 100

Defense 20

Attack +10

Damage 20

Special Ability

Unique

Imperial Knight; Pilot

Cortosis Gauntlet 18 (Whenever this character rolls 18 or better on a save when using Lightsaber Block against an enemy with a lightsaber, the enemy gets -20 Damage for the rest of the skirmish)

Melee Attack: Double Attack

Synergy (+4 Attack while an allied Imperial Knight is within 6 squares)

Force Powers

Force 4

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)


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Hit Points 100

Defense 20

Attack +12

Damage 20

Special Abilities

Unique: Imperial Knight

Cortosis Gauntlet I7 (Whenever this character rolls 17 or better on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish)

It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)

Melee Attack: Triple Attack

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Synergy (+4 Attack while an allied Imperial Knight is within 6 squares)

Force Powers

Force 4

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 1)

Commander Effect

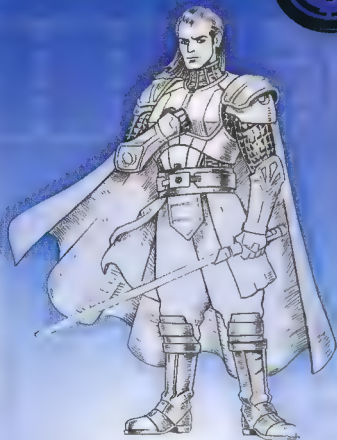
Adjacent followers gain **Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead).



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12/11



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WARS**



Hit Points

70

Defense

18

Attack

+9

Damage

20

Special Abilities

Cortosis Gauntlet 19 (Whenever this character rolls 19 or better on a save when using Lightsaber Block against an enemy with a lightsaber, the enemy gets -20 Damage for the rest of the skirmish)

Melee Attack: Double Attack

Synergy (+4 Attack while an allied Imperial Knight is within 6 squares)

Force Powers

Force 2

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)



The line between light and dark is never too fine for the Imperial Knight to walk.

**STAR
WARS**



IMPERIAL KNIGHT



**STAR
WARS**



IMPERIAL KNIGHT

22

Hit Points

70

Defense

18

Attack

+9

Damage

20

Special Abilities

Cortosis Gauntlet 19 (Whenever this character rolls 19 or better on a save when using Lightsaber Block against an enemy with a lightsaber, the enemy gets -20 Damage for the rest of the skirmish)

Melee Attack; Double Attack Synergy (+4 Attack while an allied Imperial Knight is within 6 squares)

Force Powers

Force 2

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)



An Imperial Knight is dedicated to the Empire first and the will of the Force second.

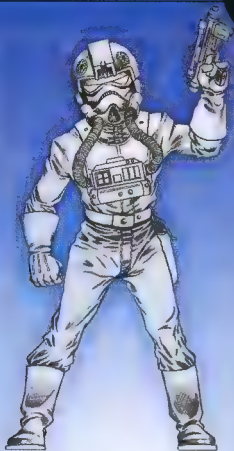
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WARS**



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IMPERIAL PILOT



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IMPERIAL PILOT

8

Hit Points

10

Defense

14

Attack

+3

Damage

10

Special Abilities

Pilot

Gunner (Can combine fire with adjacent allies who have Mounted Weapon)

Industrial Repair 10 (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)



The Imperial Navy draws the most promising recruits from the Academy to join its pilot corps.

**STAR
WARS**



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IMPERIAL SECURITY OFFICER



STAR WARS



IMPERIAL SECURITY OFFICER

20

Hit Points

50

Defense

18

Attack

+8

Damage

20



Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)

Members of the Imperial Intelligence Bureau, Imperial Security Officers make it their business to know who you are, what you do, and what you're thinking.

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Hit Points 60

Defense 17

Attack +8

Damage 10

Special Abilities

Unique

Pilot

Affinity (This character may be in a New Republic squad)

Gregarious (+4 Attack if an ally is within 6 squares)

Commander Effect

Pilot followers gain Gregarious.



Son of Baron Saantir Fel, Jagged Fel follows in his father's footsteps to become one of the most talented starfighter pilots in the galaxy.

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WARS**
™



Hit Points

70

Defense

16

Attack

+7

Damage

20

Special Abilities

Unique. Melee Attack; Double Attack

Force Powers

Force 2; Force Renewal I

Force Alter (Force I; range 6; any I enemy rerolls its last attack)

Force Leap (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Jedi Mind Trick (Force I, usable only on this character's turn; range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save II)

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)

Daughter of the Emperor-in-exile Roan Fel, Marasiah is both beautiful and cunning.



**STAR
WARS**
™



MOFF MORLISH VEED



STAR
WARS



MOFF MORLISH VEED

11

Hit Points 50

Defense 14

Attack +4

Damage 10

Special Abilities
Unique

Commander Effect

If this character has line of sight to an enemy at the start of a phase, you can choose to activate only 1 character in that phase. (This includes Droid and Savage characters.)



Ambitious and treacherous, Moff Veed bides his time until he can find a way to overthrow Darth Krayt and seize the galaxy for himself.

STAR
WARS



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**STAR
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Hit Points

40

Defense

14

Attack

+5

Damage

10

Special Abilities

Unique

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

Characters in your squad (including this character) get +10 Damage against enemies with Stealth.

Characters in your squad with Stealth (including this character) and who have cover cannot be targeted by nonadjacent enemies.

Dangerous and cruel, Moff Calixte rose through the ranks of the Empire through careful planning and political acumen.


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Hit Points 60

Defense 17

Attack +8

Damage 20

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Poison +10 (+10 Damage to living enemy; save 1)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Noghri commandos are indebted to the Empire through the deception of Darth Vader; and they use their combat prowess to dispose of enemies quickly and silently.

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WARS™**


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SHADOW STORMTROOPER



**STAR
WARS**



SHADOW STORMTROOPER

13

Hit Points 20

Defense 16

Attack +8

Damage 20

Special Abilities

Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Personal agents of the Emperor's Hand known as Blackhole, Shadow Stormtroopers employ stygian-triprismatic polymer armor for enhanced sensor-stealth

**STAR
WARS**



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CORELLIAN SECURITY
OFFICER



STAR
WARS™



CORELLIAN SECURITY
OFFICER

22

Hit Points

40

Defense

16

Attack

+6

Damage

10

Special Abilities

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

Non-Unique allies within 6 squares gain

It's a Trap! and **Deceptive** (+10 Damage against an enemy who has activated this round).

CorSec agents are renowned throughout the galaxy for their integrity and their relentless dedication to preserving the peace.



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GALACTIC ALLIANCE SCOUT



**STAR
WARS**



GALACTIC ALLIANCE SCOUT

13

Hit Points 10

Defense 13

Attack +5

Damage 10

Special Abilities

Door Gimmick (At the end of his turn, this character can designate 1 door that he can see as open; it remains open until the end of this character's next turn, or until he is defeated)

Flanking Support (If this character combines fire against an enemy within 6 squares and the attack hits, that enemy has -4 Defense until the end of the round against allies that do not have Mounted Weapon)

Spotter +20 (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Determined not to be caught unawares again, the Galactic Alliance employs many scouts who delve into the Unknown Regions in search of the next great threat to the galaxy.

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WARS**



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GALACTIC ALLIANCE TROOPER



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GALACTIC ALLIANCE TROOPER

11

Hit Points 10

Defense 17

Attack +7

Damage 10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)



Following the Yuuzhan Vong invasion, the Galactic Alliance has united the galaxy and consolidated its military forces into one cohesive organization.

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**HAN SOLO,
GALACTIC HERO**



**STAR
WARS**



**HAN SOLO,
GALACTIC HERO**

50

Hit Points

90

Defense

19

Attack

+10

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Disruptive (Suppresses enemy commander effects within 6 squares)

Double Attack

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement)

Never Tell Me The Odds (Suppresses enemy special abilities that modify initiative)



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**KYLE KATARN,
JEDI BATTLEMASTER**



**STAR
WARS**



**KYLE KATARN,
JEDI BATTLEMASTER**

54

Hit Points

140

Defense

20

Attack

+14

Damage

20

Special Abilities

Unique

Disruptive (Suppresses enemy commander effects within 6 squares)

Grenades 40 (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Melee Attack; Triple Attack

Force Powers

Force 4

Force Grip I (Force I, replaces attacks: sight; 10 damage)

Force Lightning I (Force I, replaces attacks: range 6; 20 damage)

Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)

Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)



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WARS**



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LEIA ORGANA SOLO,
JEDI KNIGHT



STAR
WARS



LEIA ORGANA SOLO,
JEDI KNIGHT

40

Hit Points 100

Defense 19

Attack +10

Damage 20

Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 2. Force Renewal I

Battle Meditation (Force 2, replaces attacks: For the rest of the skirmish, this character gains the following commander effect:

Allies who combine fire grant an additional +2 Attack, and enemy characters cannot combine fire)

Jedi Mind Trick (Force I, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save I)

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of I)



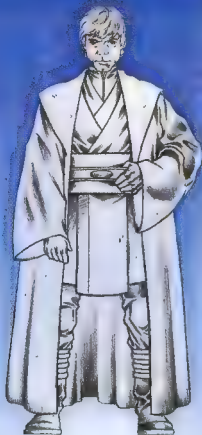
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**LUKE SKYWALKER,
FORCE SPIRIT**



**STAR
WARS**



**LUKE SKYWALKER,
FORCE SPIRIT**

10

Hit Points

—

Defense

—

Attack

—

Damage

—

Special Abilities

Unique

Light Spirit (Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains **Force Renewal I** and **Mettle** (If this character spends 1 Force point to reroll, add +4 to the result) while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save 11. This effect replaces that enemy's attacks.)

Speed 4

One with the Force, Luke Skywalker returns to convince his descendant Cade to embrace his destiny.



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WARS**



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MARA JADE
SKYWALKER



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WARS



MARA JADE
SKYWALKER

49

Hit Points

120

Defense

20

Attack

+13

Damage

20

Special Abilities

Unique

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Melee Attack; Double Attack

Mettle (If this character spends 1 Force point to reroll, add +4 to the result)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force I; Force Renewal I

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

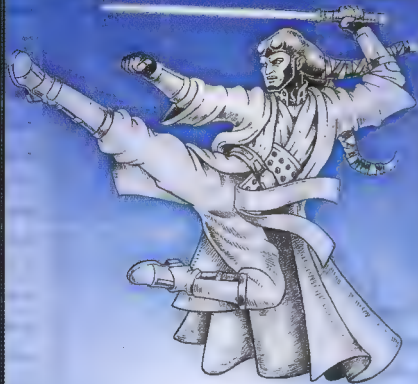


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3+/M

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Hit Points

100

Defense

22

Attack

+13

Damage

20

Special Abilities

Unique

Melee Attack: Double Attack

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

Force Powers

Force 2: Force Renewal I

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Lightsaber Precision (Force 1: +10 Damage on next attack)

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Master of the Force 2 (May spend Force points up to 2 times in a single turn)



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Hit Points

100

Defense

21

Attack

+10

Damage

20

Special Abilities

Unique

Melee Attack: Double Attack

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Force Powers

Force 4

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

Surprise Move (Force 1; Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)

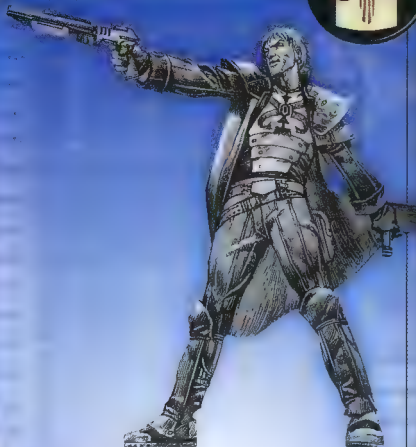


One of the few Jedi to survive extermination, Wolf Sazen struggles to keep Cade on the path to salvation, even at the cost of his own body.

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**CADE SKYWALKER,
BOUNTY HUNTER**



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**CADE SKYWALKER,
BOUNTY HUNTER**

61

Hit Points 110

Defense 20

Attack +12

Damage 20

Special Abilities

Unique

Bounty Hunter +4 (+4 Attack against Unique enemies); **Double Attack**

Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save II. If the attack misses, the target and all adjacent characters take 10 damage; save II.)

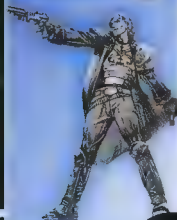
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers

Force 5

Force Heal 40 (Force 2, replaces attacks: touch; remove 40 damage from a living character)

Force Push 3 (Force 3, replaces turn: range 6; 3D damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 3 squares if Huge or smaller)



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Hit Points

60

Defense

17

Attack

+7

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Gunner +10 (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage)

Industrial Repair 30 (Replaces attacks: touch; remove 30 damage from 1 character with Mounted Weapon)

Mobile Attack (Can move both before and after attacking)



This beautiful Zelnite's mechanical skill is unrivaled throughout the Outer Rim.

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Hit Points 30

Defense 15

Attack +5

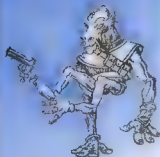
Damage 10

Special Abilities

Close-Quarters Fighting (+4 Attack against adjacent enemies)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall)



With a reputation as a short-tempered and nasty species, many Dugs never make it far from their homeworld before getting into trouble.

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WARS**



DUROS SCOUNDREL



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DUROS SCOUNDREL

12

Hit Points 10

Defense 14

Attack +6

Damage 10

Special Abilities

Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)



*Not everyone on the space lanes
operates inside the law.*

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Hit Points 30

Defense 14

Attack +7

Damage 20

Special Abilities

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Intuition (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)

Mercenary (This character can move only if he cannot make an attack from his starting space)

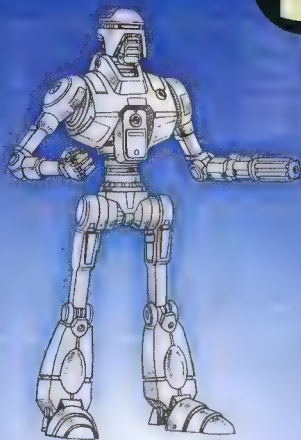


Never try to outdraw a Gotal: he knows when you're going to pull your blaster before you do.

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GUARD DROID



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WARS™



GUARD DROID

30

Hit Points 80

Defense 17

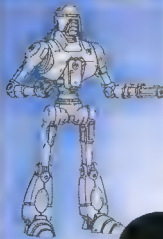
Attack +7

Damage 20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



Brogar uses these modified police droids as bouncers for his cantina/safe house on the planet Lok.

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HUMAN BODYGUARD



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HUMAN BODYGUARD

11

Hit Points 40

Defense 14

Attack +3

Damage 10

Special Abilities

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)



With danger around every corner, many politicians and famous personalities rely on bodyguards for safety in public.

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HUMAN SCOUNDREL



**STAR
WARS**™



HUMAN SCOUNDREL

12

Hit Points

10

Defense

13

Attack

+5

Damage

10

Special Abilities

Opportunist +20 (+4 Attack and +20 Damage against an enemy who has activated this round)



From the cantinas on Tatooine to the depths of Nar Shaddaa, for the right price you can find someone with the right talents.

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HUMAN SCOUT



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HUMAN SCOUT

8

Hit Points 10

Defense 14

Attack +4

Damage 10

Special Abilities

Flanking Support (If this character combines fire against an enemy within 6 squares and the attack hits, that enemy has -4 Defense until the end of the round against allies that do not have Mounted Weapon)

Stable Footing (Not slowed by difficult terrain or low objects)



Some people are more at home in the wilderness on the edge of known space than in the towers of Coruscant.

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Hit Points

60

Defense

16

Attack

+6

Damage

20

Special Abilities

Unique

Bounty Hunter +4 (+4 Attack against Unique enemies)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Razorbug (Replaces attacks: sight: 10 damage; save 1I)

Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 1I negates. Huge and larger characters ignore the nondamaging effect.)

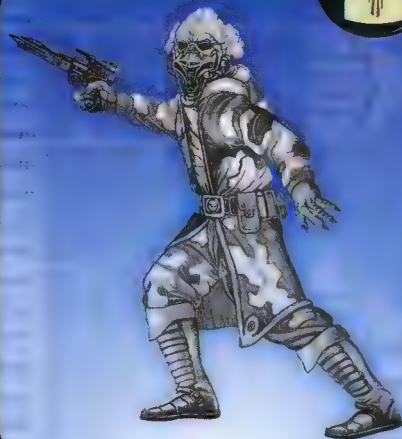


A friend and partner of Cade Skywalker, Syn's mercilessness is exceeded only by his hatred of the Jedi.

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KEL DOR BOUNTY HUNTER



**STAR
WARS**



KEL DOR BOUNTY HUNTER

13

Hit Points 40

Defense 15

Attack +12

Damage 10

Special Abilities

Bounty Hunter +4 (+4 Attack against Unique enemies)

Self-Destruct 40 (When this character is defeated, each adjacent character takes 40 damage)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



"Nothing personal; it's just business."

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WARS**



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**RODIAN
BLASTER-FOR-HIRE**



**STAR
WARS**



**RODIAN
BLASTER-FOR-HIRE**

13

Hit Points

10

Defense

15

Attack

+5

Damage

20

Special Abilities

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)



For a fistful of credits, some Rodians will lend the service of their blasters to anyone.

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WARS**



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**TRANDOSHAN
MERCENARY**



**STAR
WARS**



**TRANDOSHAN
MERCENARY**

9

Hit Points 20

Defense 15

Attack +4

Damage 20

Special Abilities

Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

Mercenary (This character can move only if he cannot make an attack from his starting space)

Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

Rend +10 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)



Some species just seem to enjoy gunning people down for credits more than others.

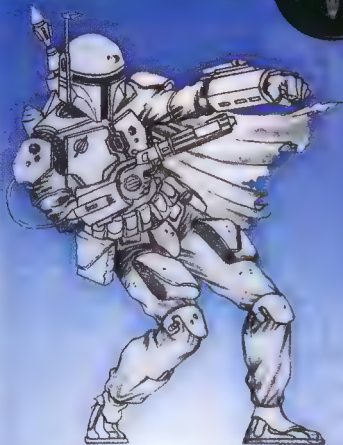
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**BOBA FETT,
MERCENARY COMMANDER**



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WARS**



**BOBA FETT,
MERCENARY COMMANDER**

57

Hit Points 120

Defense 20

Attack +13

Damage 20

Special Abilities

Unique: Flight

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round); **Double Attack**

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

Missiles 30 (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save II)

Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)

Commander Effect

Mandalorian followers within 6 squares gain **Accurate Shot**.



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Hit Points

120

Defense

17

Attack

+10

Damage

30

Special Abilities

Unique

Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)



*Veteran soldier and Mandalorian leader.
Candorous Ordo is a pragmatic fighter
who gets the job done right the first time.*

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MANDALORIAN GUNSLINGER



**STAR
WARS**



MANDALORIAN GUNSLINGER

17

Hit Points

50

Defense

17

Attack

+9

Damage

10

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)



Mandalorian men and women fight alongside one another, believing the battlefield to be the ultimate equalizer.

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MANDALORIAN TROOPER



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MANDALORIAN TROOPER

14

Hit Points

40

Defense

16

Attack

+8

Damage

10

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Dangerous and talented mercenaries, the Mandalorians value victory on the battlefield above all else.

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YUUZHAN VONG
ELITE WARRIOR



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YUUZHAN VONG
ELITE WARRIOR

14

Hit Points

50

Defense

15

Attack

+7

Damage

10

Special Abilities

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Melee Attack (Can attack only adjacent enemies)

Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Vonduun Crab Armor II (When this character takes damage, he can reduce the damage dealt by 10 with a save of 11)



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YUUZHAN VONG
JEDI HUNTER



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WARS**



YUUZHAN VONG
JEDI HUNTER

20

Hit Points

70

Defense

16

Attack

+9

Damage

10

Special Abilities

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Melee Attack (Can attack only adjacent enemies)

Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Vondun Crab Armor 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

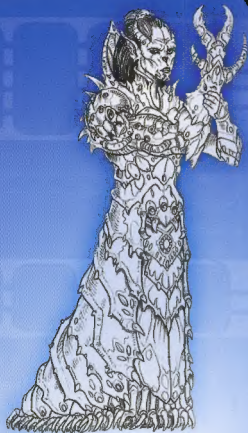


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WARS**



Hit Points

50

Defense

15

Attack

+5

Damage

20

Special Abilities

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Melee Attack (Can attack only adjacent enemies)

Shaper +10 (Yuuzhan Vong allies within 6 squares get +10 Damage. This bonus damage is multiplied by critical hits.)

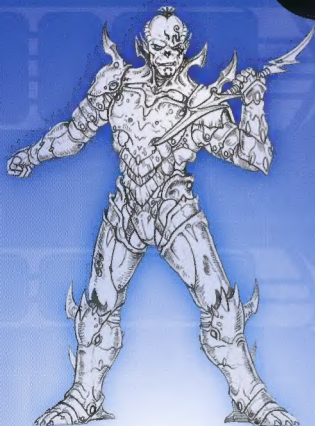


Masters of biotechnology, Yuuzhan Vong shapers construct new ships, weapons, and equipment through biological engineering and artistry.

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**YUUZHAN VONG
WARRIOR**



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WARS**



**YUUZHAN VONG
WARRIOR**

8

Hit Points

30

Defense

13

Attack

+3

Damage

10

Special Abilities

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Melee Attack (Can attack only adjacent enemies)

Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)

Vondun Crab Armor 16 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 16)



Every Yuuzhan Vong Warrior is willing to die for the glory of Yun-Yammka, the Slayer.



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